**Rite Publishing Presents** 

# Faces of the Tarnished Souk: Brynhild Eirensdottir, the Shining Valkyrie



By Matt Banach and Justin Sluder



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## **Dedication:**

To Clinton Boomer and Jonathan McAnulty —For bringing us the *Coliseum Morpheuon*.

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## Brynhild Eirensdottir, the Shining Walkyrie

Brynhild Eirensdottir originally came to the Coliseum Morpheuon to win glory in clashes of epic bloodsport, but long ago gave up on personal combat in favor of becoming a savior of fallen gladiators. She is striking to behold - a tall, golden-haired elven beauty clad in gleaming armor, soaring above the battlefield on resplendent mithral wings. Brynhild is locally famous as peerless magical healer capable of mending any injury, curing any affliction, and even raising the dead. Though she is much more adept at curing pain than causing it, the self-styled valkyrie is no pacifist; she delights in watching the thrills of combat and thinks of her healing gifts as a means to give worthy warriors the chance to fight another day for glory, instead of becoming dead and boring. She has a sunny, enthusiastic personality and is especially encouraging to new gladiators, but she displays a furious, fire-eyed temper on those rare occasions when someone disrupts her otherwise cheery disposition. The ultimate fan and consummate spectator of the Coliseum Morpheuon's various games, she holds an encyclopedic knowledge of most gladiators' observed strengths, weaknesses, weapons, tactics, and win/loss record. Eirensdottir insists that she was born with her impressive wings, but glosses over the origin of their distinctive mithral coating. Her secret is that long ago she fell in battle and accepted a boon from a powerful devil; the shining metal bonded with her body and soul and saved her life, but when her blood runs hot she speaks with the devil's tongue.

## Dreamburning and the Shining Walkyrie

Hope: Brynhild cherishes an innocent childhood memory of flying over mountain valleys with her sisters, soaring on her natural eagle-feathered wings.

Aspiration: In her dreams, Brynhild constantly relives the fight that nearly killed her, shuddering through the pain and always ending in a haze of fire.

Goal: Brynhild fears and abhors the Umbral Blot, and dreams fondly of a sky without its ominous presence.

## In the Tarnished Souk

Brynhild doesn't loiter about the Tarnished Souk much. She spends most of her time cheering in the stands of the Coliseum's lesser venues: the Theater of Triumph, the Probationer's Park, and the Aerial Arena. However, those who wish to contact her may locate her post, just off Witches' Square. There, a tall white post stands planted in the ground, upon which hangs a broken shield emblazoned with a winged woman flying over

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crossed silver swords. Tucked behind the shield are a writing quill, a vial of blood-ink, and some scraps of enchanted parchment. Once a message is written on the parchment, the scrap flutters off like a clumsy butterfly and finds its way to Brynhild, who responds at her leisure.

## Jore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 - Brynhild Eirensdottir is an aellar - a rare breed of elf born with the wings of a great eagle. She raises gladiators who fall in the lesser arenas, for a fee.

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DC 20 – She is an enchanted, mithral-clad oracle, supposedly immortal. She tells gladiators, "Rise, warrior, and fight for greater glory tomorrow."

DC 25 - She is an oracle of the mysteries of life and metal, and is one of the best healers in all of Dream.

DC 35 - Her mithral-clad body is vulnerable to electricity. Invisible imps haunt her, and when she gets angry her eyes flame and she curses in Infernal.

DC 45 – Brynhild still owes a boon to a patient devil who saved her life long ago. She is always on the lookout for something the devil wants so that she can pay off her debt and finally be free of its obligation.

## How To Use Brynhild Eirensdottir

- A GM can make Brynhild available to provide useful spellcasting services *a la carte* at standard prices. She is also willing to enter contingency contracts (still full price, all up front) wherein she agrees to observe and stand by during a fight in case her "client" should fall and need healing.
- · Brynhild loathes cheaters. She will never intervene in the middle of any official event of the Coliseum Morpheuon; she will only swoop in after winners and losers have been decided. She also charges extra (or simply refuses service) to any character who has a reputation for cheating, cowardice, or unsportsmanlike conduct.
- Brynhild will not cross the Khan of Nightmares. Should a warrior fall during a test of the Damnation Epoch, their life belongs to the Khan.
- Brynhild may demand alternative payment, such as requiring the PCs to: a) recover the stolen dream of a defeated gladiator, b) pay her with portions of their own dreams, c) compete in an obscure side-event she favors, to renew its popularity, or d) give up a cherished magic item.
- NPCs can use Brynhild's services as well! Use her to explain a hated villain's return from the dead.

#### Brynhild Eirensdottir, the Shining Valkyrie CR 20

#### XP 307,200

Female enchanted immortal mithral-clad aellar elf oracle (mixed-mystery) 18

NG Medium outsider (augmented humanoid, elf, good) Init +2; Senses darkvision 60 ft., low-light vision; Perception +20

#### Defense

AC 36, touch 16, flat-footed 34 (+12 armor, +4 deflection, +2 Dex, +8 natural)

hp 156 (18d8+72); fast healing 3

Fort +13, Ref +12, Will +18; +2 vs. enchantment

Defensive Abilities medium fortification, timeless body; Immune ability damage, ability drain, charm, disease, energy drain, fatigue, paralysis, poison, sleep, starvation, thirst; Resist acid 10, cold 10, electricity 10, fire 15; SR 31

Weaknesses oracle's curse (haunted, tongues), vulnerability to electricity

#### Offense

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Speed 50 ft., fly 50 ft. (good)

Melee +3 flaming burst adamantine greatsword +19/+14/+9 (2d6+7 plus 1d6 fire/19-20 plus 1d10 fire) or slam +16 (1d4+4)

**Special Attacks** channel positive energy (11/day, 9d6, DC 29), dance of the blades, steel scarf 13/day, strike as silver

Spell-Like Abilities (CL 18th; concentration +28) At will-detect magic, light, read magic 5/day-invisibility, mage armor

Oracle Spells Known (CL 18th; concentration +28) 9th (3/day)-miracle (DC 29), true resurrection

- 8th (5/day)-fire storm (DC 28) greater spell immunity (DC 28), mass heal (DC 28), mass cure critical wounds (DC 28)
- 7th (6/day)-control weather, greater restoration (DC 27), mass cure serious wounds (DC 27), regenerate (DC 27), resurrection
- 6th (6/day)-greater dispel magic, heal (DC 26), mass cure moderate wounds (DC 26), mass planar adaptation\* (DC 26), word of recall (DC 26)
- 5th (6/day)-break enchantment, breath of life (DC 25), mass cure light wounds (DC 25), plane shift (DC 25), raise dead, rapid repair\*\* (DC 25)
- 4th (6/day)-cure critical wounds (DC 24), divine power, freedom of movement (DC 24), rest eternal\*, restoration (DC 24), soothe construct\*\*
- 3rd (6/day)-cure serious wounds (DC 23), dispel magic, neutralize poison (DC 23), remove blindness/deafness (DC 23), remove curse (DC 23),



remove disease (DC 23)

- 2nd (6/day)-calm emotions (DC 22), compassionate ally\*\* (DC 22), cure moderate wounds (DC 22), gentle repose (DC 22), lesser restoration (DC 22), remove paralysis (DC 22), status (DC 22)
- 1st (6/day)-bless, cure light wounds (DC 21), divine favor, lead blades\*, restore corpse\*\*, sanctuary (DC 21), shield of faith (DC 21)
- o (at will)-cleanse of alcohol (DC 20), create water, detect poison, discern health, ghost sound (DC 20), quidance, mage hand, purify food and drink, spark\* (DC 20), stabilize (DC 20), virtue

Mysteries life, metal

#### Tactics

Before Combat Usually remaining on the sidelines of combat, Brynhild makes clear through diplomacy that she is present only to raise the fallen as contracted. If she foresees that direct, melee combat is unavoidable, she casts divine power and activates her Iron Skin ability.

During Combat Primarily a healer, Brynhild only attacks others in defense of her own life, using her greatsword or striking enemies within 30 feet with her Steel Scarf ability, remaining airborne and making flyby attacks. When not under direct threat, she focuses on healing her current clients.

Morale If reduced below 30 hit points or afflicted with

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a severely debilitating effect, Brynhild casts word of *recall* to teleport to safety, possibly taking with her any clients that have contracted with her for rescue.

#### Statistics

#### Str 16, Dex 14, Con 16, Int 15, Wis 16, Cha 30 Base Atk +13; CMB +16; CMD 32

Feats Brew Potion, Craft Staff, Craft Wand, Echoing Spell\*\*, Eschew Materials<sup>B</sup>, Flyby Attack, Mystical Healer, Reach Spell\*, Scribe Scroll, Skill Focus (Knowledge [arcana])<sup>B</sup>, Toughness

Skills Diplomacy +30, Fly +15, Heal +23, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (nature) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +20, Profession (healer) +10, Sense Motive +24, Spellcraft +25, Swim -2, Use Magic Device +20; Racial Modifiers +2 Knowledge (arcana), +2 Perception, +2 Spellcraft, -4 Swim, +2 Use Magic Device

Languages Auran, Celestial, Common, Draconic, Elven, Infernal

SQ revelations (armor mastery, channel, dance of blades, energy body, enhanced cures, iron skin, safe curing, skill at arms, spirit boost, steel scarf)

**Combat Gear** staff of heal (heal [3 charges]), wand of cure critical wounds (50 charges); Gear +3 flaming burst adamantine greatsword, +5 mithral splint mail, greater robe of renewal

#### Special Abilities

Mysteries Being a mixed-mystery oracle, Brynhild gains the benefits of both the Life and the Metal mysteries. These mysteries grant her her spells and powers. They also grant her additional class skills and her various revelations.

Oracle's Curse (Ex) Brynhild suffers the 1st level effects of both the haunted and the tongues oracle curses. Her curses are as follows.

Haunted Brynhild is tormented by malevolent spirits which follow her everywhere, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from her gear requires a standard action, unless it would normally take longer. Any item she drops lands 10 feet away from her in a random direction. She has mage hand and *qhost sound* as bonus spells.

Tongues In times of stress or unease, Brynhild is able to speak in only Infernal. When in combat, she can only speak and understand Infernal. This does not interfere with her spellcasting, but it does apply to spells that are language dependent. She has gained Infernal as a bonus language.

Revelations Brynhild has uncovered the following

secrets about her mysteries.

Armor Mastery (Ex) Metallic armor has little effect on Brynhild's ability to maneuver. She can move at full speed while wearing medium armor made of metal, the armor check penalty is reduced by 3 (minimum 0), and the maximum Dexterity bonus is increased by +3.

Channel (Su) Brynhild can, as a standard action, channel positive energy as an 18th level cleric, but only 11 times each day.

Dance of the Blades (Ex) Brynhild moves faster than a normal aellar elf by +10 ft. Whenever she moves at least 10 ft. in a round, she gains a +3 bonus on attack rolls with metal weapons. As a move action, she can maneuver her weapon to create a shield of whirling steel around herself until the start of her next turn; nonincorporeal melee and ranged attacks have a 20% miss chance while the shield is active. She must be wielding a metal weapon to use this ability.

Energy Body (Su) As a standard action, Brynhild can transform her body into pure life energy, resembling a golden-white fire elemental. In this form, she gains the elemental subtype and gives off a warm, welcoming light that increases the light level within 10 feet by one step, up to normal light. Any undead creature striking her with its body or a handheld weapon deals normal damage, but attacker takes 1d6+18 points of positive energy damage. Creatures wielding melee weapons with reach are not subject to this damage if they attack Brynhild. If she grapples or attacks an undead creature using unarmed strikes or natural weapons, she may deal this damage in place of the normal damage for the attack. Once per round, if she passes through a living allied creature's square or the ally passes through her square, it heals 1d6+18 hit points. She may use this ability to heal herself as a move action. She chooses whether or not to heal a creature when it passes through her space. She may return to her normal form as a free action. She may remain in energy body form for up to 18 rounds each day. These rounds need not be used consecutively.

Enhanced Cures (Su) Whenever Brynhild casts a cure spell, the maximum number of hit points healed is based on her oracle level, not the limit based on the spell. For example, she heals 1d8+18 points of damage when she casts cure light wounds instead of the normal 1d8+5 maximum

Iron Skin (Sp) Twice per day, Brynhild can harden her skin, giving it the appearance of iron. This grants her DR 10/adamantine. This ability functions as stoneskin, with a caster level of 18th, except it only affects her.

Safe Curing (Su) Whenever Brynhild casts a spell that cures the target of hit point damage, she does not provoke attack of opportunity for spellcasting.

Skill at Arms (Ex) Brynhild has gained proficiency in all martial weapons and heavy armor.

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Spirit Boost (Su) Whenever her healing spells heal a target up to its maximum hit points, any excess points persist for 18 rounds as temporary hit points (up to 18 temporary hit points).

Steel Scarf (Su) As a swift action, Brynhild can harden a scarf, sleeve, cloak, or other piece of her clothing into something as hard as steel that stretches out to be up to 30 feet long. She can strike outward with it as a weapon making a melee attack. For the purpose of this ability, she is proficient with this weapon and can use the weapon to perform combat maneuvers. If she hits, the weapon deals 1d8+6 points of slashing damage. After this attack, the clothing returns to its normal length and hardness. She does not threaten an area with this weapon and cannot use it to make attacks of opportunity.

\* See the Advanced Player's Guide.

\*\* See Ultimate Maaic.

#### Aellar Elves

Though rare, aellar elves are welcome in nearly all elven societies. The wings an aellar possesses start off appearing eagle-like, but not always. Over time an aellar's wings change appearance due to the life experiences of an aellar.

#### Aellar Elf Racial Traits

+2 Dexterity, +2 Intelligence, -2 Constitution Aellar elves are nimble, both in body and mind, but their form is frail.

Medium Aellar elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed Aellar elves have a base speed of 30 feet.

Low-Light Vision Aellar elves can see twice as far as humans in conditions of dim light.

Elven Immunities Aellar elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Keen Senses Aellar elves receive a +2 racial bonus on Perception skill checks.

Aellar Ancestry The bloodline of some elves holds a relation to a pairing of a giant eagle and an elven druid. Their wings allow these elves to glide up to 100 feet if they launch themselves from a height of at least 20 feet. When gliding, they move at a speed of 30 feet (clumsy maneuverability). If they are wearing medium or heavy armor, they cannot glide. If they possess at least 5 Hit Dice, they can use their wings to fly, taking their ground speed as their flight speed (average maneuverability), and gain the Fly skill as a class skill. They can even wear medium or heavy armor while flying. This racial trait replaces the elven magic and weapon familiarity racial traits.

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Languages Aellar elves begin play speaking Auran, Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

## Mystical Healer (General)

Your skills at magical healing are without peer. Benefit You add additional dice to any form of healing you generate yourself (extraordinary abilities, spells, spell-like abilities, and supernatural abilities).

Caster Level	Additional Healing Dice
1st-3rd	+1d4
4th-6th	+1d6
7th-9th	+2d6
10th-12th	+3d6
13th	+4d6

Special If you do not possess a caster level, use half your character level, rounded down to determine additional healing dice for supernatural or extraordinary abilities.

When channeling energy to harm an opponent, do not add additional dice. These apply only when healing.

## Mixed-Mystery (Oracle Archetype)

All oracles are cursed, some more than others. A mixedmystery oracle suffers from two curses but gains additional revelations.

#### Recommended Mysteries Any.

Oracle's Curse A mixed-mystery oracle must chose two curses at 1st level. Both curses never change their abilities as the oracle gains levels.

Class Skills Mixed-mystery oracles gain the class skills from their mysteries.

Bonus Spells A mixed-mystery oracle gains only one of the two possible spells from their two mysteries.

Mysteries A mixed-mystery oracle gains revelations from two different mysteries.

**Revelations** A mixed-mystery oracle gains two revelations at 1st level, one from each mystery. At 3rd level, and every two levels thereafter, a mixed-mystery oracle gains another revelation. They must switch back and forth between mysteries when learning revelations. For example, a mixed-mystery oracle with the life and metal mysteries selects the steel scarf revelation from the metal mystery (see Ultimate Magic, Chapter 1) at 3rd level, they must then select a revelation from the life mystery at 5th level.

Final Revelation Each day, a mixed-mystery oracle decides which final revelation from its two mysteries to benefit form for that day. This decision is made when the oracle regains the spell slots used the day before.

#### Cleanse of Alcohol

School conjuration (healing); Level bard o, cleric o, sorcerer/wizard o

Casting Time 1 round

Components V, S

Range touch

Target personal or one creature

**Duration** instantaneous

Saving Throw Fortitude negates (harmless); Spell **Resistance** ves (harmless)

The target of a cleanse of alcohol spell finds himself completely cured of any effect caused by indulging in alcohol.

#### **Discern Health**

School divination; Level: cleric o, druid o Casting Time 1 round Components V, S, DF **Range** close (25 ft. + 5 ft./2 levels) Target 1 living creature **Duration** concentration Saving Throw none; Spell Resistance no

You can see the aura that surrounds all living beings, and can read from it the target creature's health. The amount of information revealed depends on how long you concentrate on a particular target:

1st round: A creature's total and remaining hit points. *2nd round*: Whether the creature is suffering from any debilitating condition.

3rd round: The name of the creature's debilitating condition (ability drained, confused, fatigued, etc.).

#### Robe of Renewal, Greater

Aura strong conjuration (healing) and transmutation; **CL** 17th

#### Slot body; Price 120,000 gp; Weight 1 lb.

#### Description

This fine white silk robe protects its wearer by granting them a +4 resistance bonus on saving throws. Five times per day, the robe automatically effects the wearer with a restoration spell whenever the wearer suffers an effect the spell functions against. Twice per day, the wearer can recall a single spell, or spell slot, of up to 5th-level they just cast.

#### Construction

Requirements Craft Wondrous Item, resistance, *restoration*, creator must be able to cast 5th-level spells; Cost 60,000 gp

#### Robe of Renewal, Jesser

Aura strong transmutation; CL 17th

Slot body; Price 14,500 gp; Weight 1 lb.

#### Description

This simple white cotton robe protect their wearer by granting them a +1 resistance bonus on saving throws. Once per day, the wearer can recall a single spell, or spell slot, of up to 2nd-level they just cast. Lastly, the robes automatically effect their wearer with a lesser restoration spell whenever the wearer suffers an effect the spell functions against, up to three times per day.

#### Construction

**Requirements** Craft Wondrous Item, lesser restoration, resistance, creator must be able to cast 2nd-level spells; Cost 7,250 gp

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#### Triage Helm

Aura moderate divination and necromancy; CL 15th Slot head; Price 55,000 gp; Weight 3 lbs.

#### Description

This helm continually grants its wearer the effects of the *deathwatch* spell. Additionally, once per day, the wearer can monitor the condition of up to five other living creatures, as the status spell.

#### Construction

Requirements Craft Wondrous Item, deathwatch, status; Cost 27,500 gp

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#### Brynhild Eirensdottir, the Bright Swan of Battle $CR_{13}$

#### XP 25,600

Female enchanted mithral-clad aellar elf oracle (mixedmystery) 12

NG Medium humanoid (augmented, elf)

Init +2; Senses low-light vision; Perception +9

#### Defense

AC 28, touch 12, flat-footed 26 (+8 armor, +2 Dex, +8 natural)

hp 81 (12d8+24)

Fort +7, Ref +7, Will +10; +2 vs. enchantment

Defensive Abilities medium fortification; Immune charm, paralysis, sleep; Resist fire 15; SR 24

Weaknesses oracle's curse (haunted, tongues), vulnerability to electricity

#### Offense

Speed 40 ft., fly 40 ft. (average)

Melee +1 flaming greatsword +12/+7 (2d6+4 plus 1d6 fire/19-20) or slam +11 (1d4+3)

Special Attacks channel positive energy (7/day, 6d6, DC 22), dance of the blades, steel scarf 9/day, strike as silver

Spell-Like Abilities (CL 12th; concentration +18)

At will-detect magic, light, read magic

5/day-invisibility, mage armor

Oracle Spells Known (CL 12th; concentration +18)

6th (4/day)-heal (DC 22), mass cure moderate wounds (DC 22), mass planar adaptation\* (DC 22)

- 5th (6/day)-breath of life (DC 21), mass cure light wounds (DC 21), raise dead, rapid repair<sup>\*\*</sup> (DC 21)
- 4th (7/day)-cure critical wounds (DC 20), freedom of movement (DC 20), rest eternal\*, restoration (DC 20), soothe construct\*\*
- 3rd (7/day)—cure serious wounds (DC 19), dispel magic, (DC neutralize poison 19), remove blindness/deafness (DC 19), remove curse (DC 19), remove disease (DC 19)
- 2nd (8/day)-calm emotions (DC 18), compassionate ally<sup>\*\*</sup> (DC 18), cure moderate wounds (DC 18), gentle repose (DC 18), lesser restoration (DC 18), remove paralysis (DC 18), status (DC 18)
- 1st (8/day)-bless, cure light wounds (DC 17), divine favor, lead blades\*, restore corpse\*\*, sanctuary (DC 17), shield of faith (DC 17)
- o (at will)-cleanse of alcohol (DC 16), create water, detect poison, discern health, ghost sound (DC 16), guidance, mage hand, purify food and drink, spark\* (DC 16), stabilize (DC 16), virtue Mysteries life, metal

#### Tactics

Before Combat Usually remaining on the sidelines of combat, Brynhild makes clear through diplomacy that she is present only to raise the fallen as contracted. If she foresees that direct, melee combat is unavoidable, she casts freedom of movement.

During Combat Primarily a healer, Brynhild only attacks others in defense of her own life, using her greatsword or striking enemies within 30 feet with her Steel Scarf ability, remaining airborne and mobile as much as possible. When not under direct threat, she focuses on healing her current clients.

Morale If reduced below 20 hit points, Brynhild flies away to heal.

#### Statistics

#### Str 14, Dex 14, Con 14, Int 10, Wis 13, Cha 22 Base Atk +9; CMB +11; CMD 23

Feats Brew Potion, Craft Staff, Craft Wand, Eschew Materials<sup>B</sup>, Mystical Healer, Reach Spell\*, Scribe Scroll Skills Diplomacy +20, Fly +9, Heal +16, Knowledge (arcana) +2, Knowledge (planes) +4, Knowledge (religion) +4, Perception +9, Profession (healer) +5, Sense Motive +16, Spellcraft +17, Swim -4, Use Magic Device +8; Racial Modifiers +2 Knowledge (arcana), +2 Perception, +2 Spellcraft, -4 Swim, +2 Use Magic Device

Languages Auran, Common, Elven, Infernal

SQ revelations (armor mastery, channel, dance of blades, enhanced cures, safe curing, skill at arms, steel scarf)

**Combat Gear** staff of heal (heal [3 charges]), wand of cure critical wounds (50 charges); Gear +1 flaming greatsword, +1 mithral splint mail, lesser robe of renewal

#### Special Abilities

Mysteries Being a mixed-mystery oracle, Brynhild gains the benefits of both the Life and the Metal mysteries. These mysteries grant her her spells and powers. They also grant her additional class skills and her various revelations.

Oracle's Curse (Ex) Brynhild suffers the 1st level effects of both the haunted and the tongues oracle curses. Her curses are as follows.

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her in a random direction. She has mage hand and *qhost sound* as bonus spells.

Tongues In times of stress or unease, Brynhild is able to speak in only Infernal. When in combat, she can only speak and understand Infernal. This does not interfere with her spellcasting, but it does apply to spells that are language dependent. She has gained Infernal as a bonus language.

**Revelations** Brynhild has uncovered the following secrets about her mysteries.

Armor Mastery (Ex) Metallic armor has little effect on Brynhild's ability to maneuver. She can move at full speed while wearing medium armor made of metal, the armor check penalty is reduced by 2 (minimum 0), and the maximum Dexterity bonus is increased by +2.

Channel (Su) Brynhild can, as a standard action, channel positive energy as a 6th level cleric, but only 5 times each day.

Dance of the Blades (Ex) Brynhild moves faster than a normal aellar elf by +10 ft. Whenever she moves at least 10 ft. in a round, she gains a +2 bonus on attack rolls with metal weapons. As a move action, she can maneuver her weapon to create a shield of whirling steel around herself until the start of her next turn; nonincorporeal melee and ranged attacks have a 20% miss chance while the shield is active. She must be wielding a metal weapon to use this ability.

Enhanced Cures (Su) Whenever Brynhild casts a cure spell, the maximum number of hit points healed is based on her oracle level, not the limit based on the spell. For example, she heals 1d8+12 points of damage when she casts cure light wounds instead of the normal 1d8+5 maximum

Safe Curing (Su) Whenever Brynhild casts a spell that cures the target of hit point damage, she does not provoke attack of opportunity for spellcasting.

Skill at Arms (Ex) Brynhild has gained proficiency in all martial weapons and heavy armor.

Steel Scarf (Su) As a swift action, Brynhild can harden a scarf, sleeve, cloak, or other piece of her clothing into something as hard as steel that stretches out to be up to 30 feet long. She can strike outward with it as a weapon making a melee attack. For the purpose of this ability, she is proficient with this weapon and can use the weapon to perform combat maneuvers. If she hits, the weapon deals 1d8+6 points of slashing damage. After this attack, the clothing returns to its normal length and hardness. She does not threaten an area with this weapon and cannot use it to make attacks of opportunity.

\* See the Advanced Player's Guide. \*\* See Ultimate Magic.

## Brynhild the Merciful



#### XP 2,400

Female mithral-clad aellar elf oracle (mixed-mystery) 6 NG Medium humanoid (augmented, elf) Init +2; Senses low-light vision; Perception +5

Defense

AC 26, touch 12, flat-footed 24 (+6 armor, +2 Dex, +8 natural)

hp 40 (6d8+12)

Fort +4, Ref +4, Will +6; +2 vs. enchantment Defensive Abilities medium fortification; Immune

sleep; Resist fire 15

Weaknesses oracle's curse (haunted, tongues), vulnerability to electricity

#### Offense

Speed 30 ft., fly 30 ft. (average)

Melee +1 greatsword +7 (2d6+4/19-20) or slam +6  $(1d_{4}+3)$ 

Special Attacks channel positive energy (5/day, 3d6, DC 17), strike as silver

Oracle Spells Known (CL 6th; concentration +10)

3rd (4/day)-cure serious wounds (DC 17), neutralize poison (DC 17), remove curse (DC 17)

2nd (6/day)-compassionate ally\*\* (DC 16), cure moderate wounds (DC 16), gentle repose (DC 16), lesser restoration (DC 16)

1st (7/day)-bless, cure light wounds (DC 15), divine favor, lead blades\*, restore corpse\*\*, shield of faith (DC 15)

o (at will)-create water, detect magic, detect poison, ghost sound (DC 14), light, mage hand, purify food and drink, read magic, stabilize (DC 14) Mysteries life, metal

#### Jactics

**Before Combat** Usually remaining on the sidelines of combat, Brynhild makes clear through diplomacy that she is present only to raise the fallen as contracted. If she foresees that direct, melee combat is unavoidable, she casts divine favor.

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During Combat Primarily a healer, Brynhild only attacks others in defense of her own life, using her greatsword, remaining airborne and mobile as much as possible. When not under direct threat, she focuses on healing her current clients.

Morale If reduced below 15 hit points, Brynhild flies away.

#### Statistics

Str 14, Dex 14, Con 14, Int 10, Wis 13, Cha 18

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#### Base Atk +4; CMB +6; CMD 18

Feats Craft Wand, Mystical Healer, Reach Spell\*

Skills Diplomacy +13, Fly +6, Heal +10, Knowledge (planes) +4, Knowledge (religion) +4, Perception +5, Profession (healer) +5, Sense Motive +10, Spellcraft +9, Swim -4; Racial Modifiers +2 Perception, -4 Swim Languages Auran, Common, Elven, Infernal

SQ revelations (armor mastery, channel, safe curing, skill at arms)

**Combat Gear** wand of cure light wounds (50 charges); **Gear** +1 greatsword, +1 scale mail

#### Special Abilities

Mysteries Being a mixed-mystery oracle, Brynhild gains the benefits of both the Life Mystery and the Metal Mystery. These mysteries grant her her spells and powers. They also grant her additional class skills and her various revelations.

Oracle's Curse (Ex) Brynhild suffers the 1st level effects of both the haunted and the tongues oracle curses. Her curses are as follows.

Haunted Brynhild is tormented by malevolent spirits which follow her everywhere, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from her gear requires a standard action, unless it would normally take longer. Any item she drops lands 10 feet away from her in a random direction. She has mage hand and ghost sound as bonus spells.

Tongues In times of stress or unease, Brynhild is able to speak in only Infernal. When in combat, she can only speak and understand Infernal. This does not interfere with her spellcasting, but it does apply to spells that are language dependent. She has gained Infernal as a bonus language.

**Revelations** Brynhild has uncovered the following secrets about her mysteries.

Armor Mastery (Ex) Metallic armor has little effect on Brynhild's ability to maneuver. She can move at full speed while wearing medium armor made of metal, the armor check penalty is reduced by 1 (minimum 0), and the maximum Dexterity bonus is increased by +1.

Channel (Su) Brynhild can, as a standard action, channel positive energy as a 6th level cleric, but only 5 times each day.

Safe Curing (Su) Whenever Brynhild casts a spell that cures the target of hit point damage, she does not provoke attack of opportunity for spellcasting.

Skill at Arms (Ex) Brynhild has gained proficiency in all martial weapons and heavy armor.

\* See the Advanced Player's Guide.

\*\* See Ultimate Magic.

#### Enchanted Creature

Whether by nature, nurture, or simple accident, some creatures possess a stronger connection to the magic flowing within themselves. These creatures are commonly called "enchanted."

#### **Creating an Enchanted Creature**

"Enchanted" is an acquired or inherited template that can be added to any creature not immune to magic (referred to hereafter as the "base creature"). Nonsentient animals, plants, and vermin can all be enchanted, even though they may not benefit from all the abilities of being enchanted.

An enchanted creature uses all the base creature's statistics and special abilities except as noted here.

**Challenge Rating** Same as the base creature +1.

Type Animals and vermin become magical beasts.

Senses Enchanted creatures gain low-light vision if they didn't already have it.

Defensive Abilities Enchanted creatures are immune to sleep, paralysis, and charm effects. They gain spell resistance equal to 11 plus their CR.

Special Attacks Enchanted creatures gain the follow ability.

Spell-Like Abilities An enchanted creatures gains the following spell like abilities: At will-detect magic, light, read magic; 1/day + 1/day/3 HD-invisibility, mage armor. Detect magic starts with the third round effects upon casting, and illiterate creatures cannot use read magic. An enchanted creatures caster level for these abilities equals its hit dice.

Special Qualities All enchanted creatures capable of gaining class levels always treat the sorcerer class as a favored class in addition to whatever class they select normally.

Ability Scores Cha +2.

Feats Enchanted creatures able to gain class levels gain Eschew Materials as a bonus feat if they have a level in a spellcasting class. If they already possess Eschew Materials, or a class they gain gives them this feat, they can instead gain Spell Focus as a bonus feat.

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Skills Enchanted creatures have an innate understanding of magic. They gain a +2 racial bonus to Knowledge (arcana), Spellcraft, and Use Magic Device skill checks and can use these skills untrained.

#### Immortal Creature

Seen as both a gift and a curse, an immortal creature does not age and does not die.

**Creating an Immortal Creature** 

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"Immortal" is an acquired or inherited template that can be added to any living creature with an Intelligence score of 3 or greater that is not already an outsider (referred to hereafter as the "base creature").

An immortal creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating Same as the base creature +1.

Type An immortal creatures type changes to outsider and it gains any appropriate subtypes.

Senses An immortal gains darkvision 60 ft. unless the base creature has better darkvision.

Armor Class Immortal creatures gain a +4 deflection bonus to armor class.

Hit Dice The base creatures racial hit dice change to d10's unless the base creature has d12's for hit dice.

**Defensive Abilities** All immortals gain fast healing 3. They are also immune to ability damage, ability drain, disease, energy drain, fatigue, paralysis, poison, sleep, starvation, and thirst. They gain resistance to acid, cold, electricity, and fire 10. They also gain the following ability.

Timeless Body (Ex) An immortal's body does not age, nor does it die from aging. Immortals still gain ability score bonuses to mental ability scores for aging.

**Speed** All speeds improve by +10 ft. If an immortal can fly, its maneuverability improved by one step, to a maximum of perfect.

Ability Scores Str +2, Con +2, Int +2, Cha +4

Feats For every 500 years an immortal lives, it gains Skill Focus in an Intelligence-based, Wisdom-Based, or Charisma-based skill as a bonus feat.

### Mithral-Clad Creature

Mithral-clad creatures are bonded to mithral either by birth or through magic. Shining mithral coats their forms, armoring them against attacks.

A mithral-clad creature can be born of mithral-clad parents, and indeed whole races of mithral-clad creatures can exist. Conversely, a magical ritual or a spell can cover a creature in mithral, and sometimes the gods create mithral-clad creatures as either a blessing or a curse.

Aside from mithral, there are creatures possessing skins of various other types of metals.

#### Creating a Mithral-Clad Creature

"Mithral-clad creature" is an acquired or inherited template that can be added to any corporeal creature (referred to hereafter as the base creature) that does not already have the mithral-clad template.

A mithral-clad creature uses all the base creature's statistics and special abilities except as noted here.

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Challenge Rating As the base creature +1.

Armor Class A mithral-clad's natural armor increases bv +8.

Defensive Abilities A mithral-clad creature gains medium fortification (as the magical armor ability) and fire resistance 15.

Weaknesses mithral-clad А creature gains vulnerability to electricity attacks.

Attacks Mithral-clad gain a natural slam attack if the base creature has no natural attacks.

**Damage** If a mithral-clad gains a slam attack, it deals damage appropriate for a creature of its size.

Special Attacks A mithral-clad creature gains the following ability.

Strike as Silver (Ex) Due to the properties of mithral, a mithral-clad creatures natural attacks overcome damage reduction as silver weapons.

Ability Scores Str +4, Con +2, Cha +2.

Skills A mithral-clad creature suffers a -4 racial penalty on Swim checks.

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